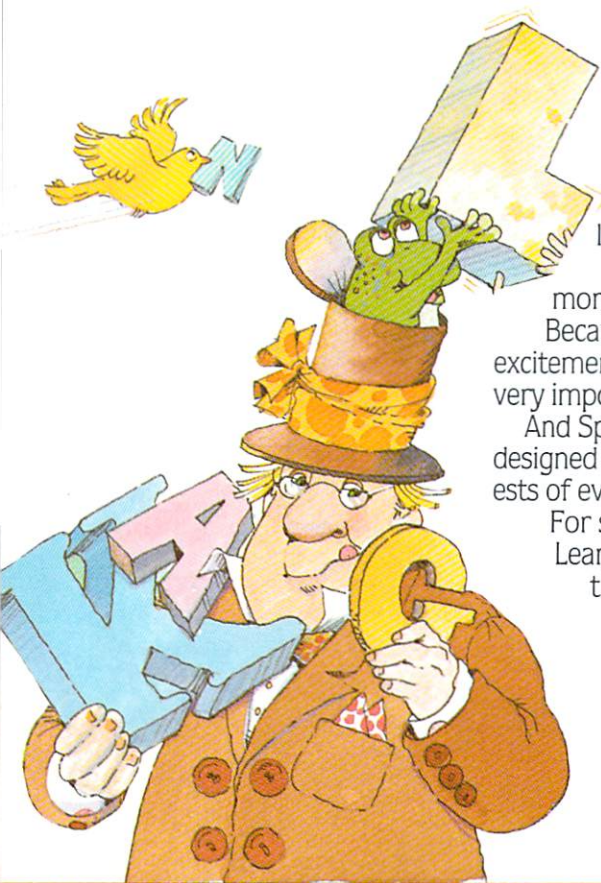


**WHEN WE SAY
SPINNAKER IS
FAMILY SOFTWARE,
WE'RE NOT JUST
PLAYING GAMES.**





If you'd like to make learning fun for your family, meet our family.

The Spinnaker family of computer learning programs.

Spinnaker learning programs are more than just computer games.

Because along with fun, challenge, and excitement, they offer something else that's very important: true educational value.

And Spinnaker has a growing family of titles designed to suit the different needs and interests of everyone in your family.

For starters, there's Spinnaker's Early Learning Series. Cheerful, engaging games that challenge children's minds and help develop basic learning skills.

Pre-schoolers can have fun learning about letters, numbers, shapes, and basic computer skills with such popular games as GRANDMA'S HOUSE,[™] ALPHABET ZOO,[™] KINDERCOMP,[™] and FACEMAKER.[™]



And kids up to 12 will have a terrific time sharpening their reading, writing, math, and creative skills with favorites like PRIME DUCKS,[™] STORY MACHINE,[™] FRACTION FEVER,[™] and KIDWRITER.[™]

Older kids and even grownups will enjoy

the challenge of the Learning Adventure Series, featuring fascinating strategy and simulation games like TRAINS,[™] IN SEARCH OF THE MOST AMAZING THING,[™] and the critically acclaimed SNOOPER TROOPS[™] 1 and 2.

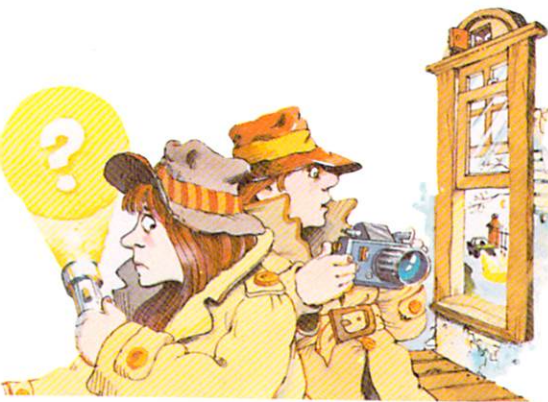
And then there's Spinnaker's Better Living Series, designed with grownups in mind. AEROBICS,[™] the first program in the series, is a comprehensive and fun home fitness program—and there are more exciting titles down the road.

So if you're in the market for family software that really lives up to the name, there's just one name to remember.

Spinnaker.



Here's what reviewers are saying about Spinnaker products:



"SNOOPER TROOPS is the game against which other educational games must be judged."

— PC Magazine

"DELTA DRAWING is one of the first programs you should buy for a child learning computers."

— New York Times

"KINDERCOMP (and many other programs) from Spinnaker are valuable for the specific skills they teach children....Even your youngest children get to do fun, purposeful activities on a computer that they control."

— COMPUTE

"RHYMES AND RIDDLES...help(s) kids learn the computer keyboard, the letters of the alphabet, and the spelling of different words."

— COMPUTE

"FACEMAKER is an interesting and highly motivational introduction to the computer for young children. The approach is clever and the graphics outstanding."

— Creative Computing



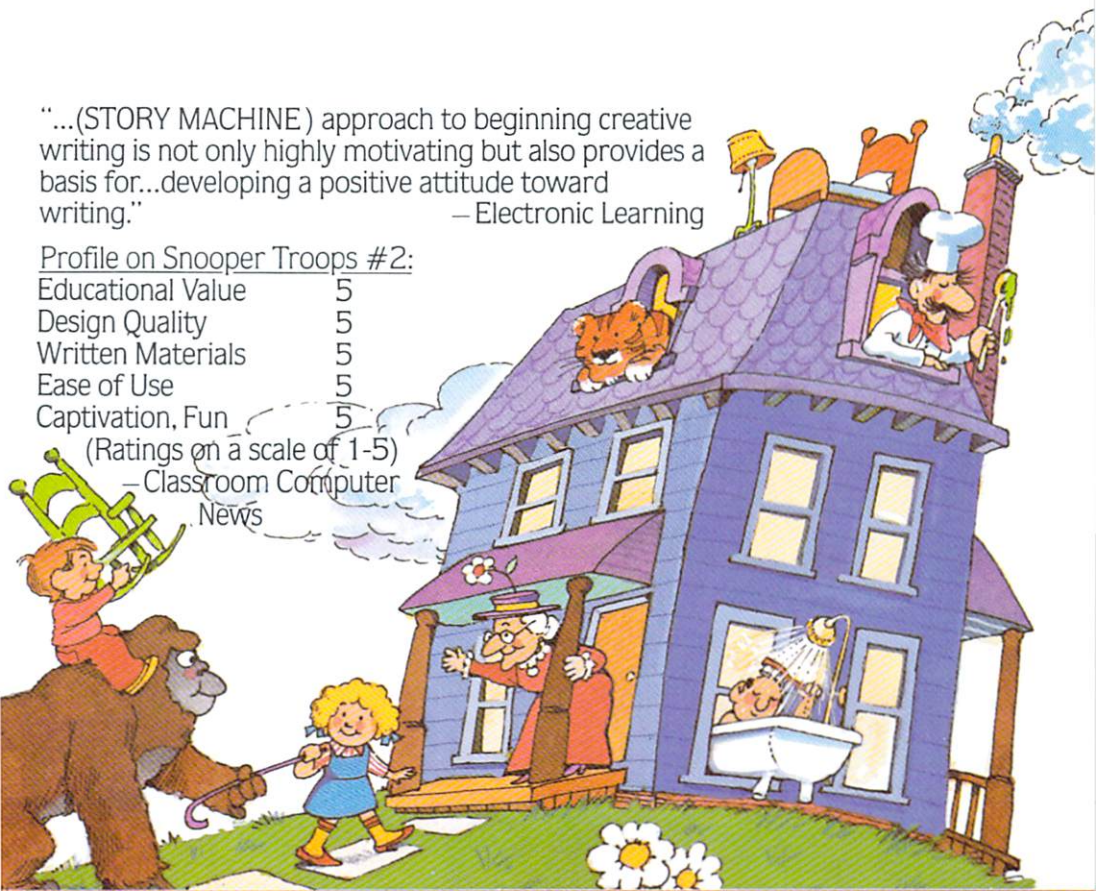
"...(STORY MACHINE) approach to beginning creative writing is not only highly motivating but also provides a basis for...developing a positive attitude toward writing."
— Electronic Learning

Profile on Snooper Troops #2:

Educational Value	5
Design Quality	5
Written Materials	5
Ease of Use	5
Captivation, Fun	5

(Ratings on a scale of 1-5)

— Classroom Computer
News



KINDERCOMP™

KINDERCOMP is a collection of six fun learning games that encourages young children to start learning on the computer.

And each exercise lets your child have a terrific time in a different way.

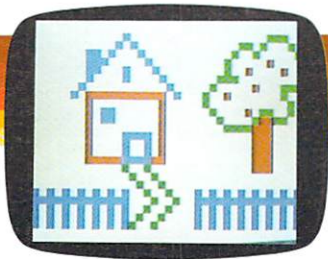
With KINDERCOMP, kids can create colorful pictures, or enjoy bright colors and neat sounds as they press different keys to scribble on the screen. They can also make their names come to life with colorful animation.

In addition, KINDERCOMP challenges children to find the letters or numbers on the keyboard that match the ones on the screen. And they can enjoy the spectacular pictures and sounds that reward them when they successfully match shapes or complete number sequences.

It's fun and exciting. And that's why kids love KINDERCOMP.

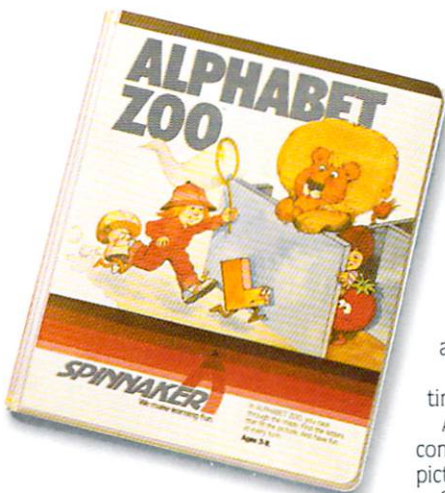


Educational Value: KINDERCOMP helps children improve their reading readiness and counting skills. It also familiarizes young children with the keyboard. Ages 3-8.



DISKS FOR: Apple, Atari, IBM PC, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr.

ALPHABET ZOO™



Educational Value: ALPHABET ZOO helps children strengthen their letter-recognition skills as they associate letters of the alphabet with the sounds they represent. The game also helps sharpen a child's spelling skills. Ages 3-8.

It's a race. It's a chase. It's ALPHABET ZOO. And it teaches children the relationship of letters and sounds. And also how to spell while they're having fun.

It's two zany games in one. In both, you pick your players (maybe Tomato Head Fred or Millie Mushroom). And you pick your playing level.

Then off you go racing through the maze, after the letters that fit the picture on the screen.

Be quick though. The letters may move, and time is running out!

And for younger children, ABC Time presents a continuous display of the alphabet accompanied by pictures and music.

Colorful graphics and great sound effects add to the fun, making ALPHABET ZOO so entertaining your kids will be laughing and learning at the same time.



KIDS ON KEYS™

KIDS ON KEYS is a great way to introduce kids to the computer keyboard. Because it offers children three exciting games that teach them the location of the letters and numbers while they have fun with the computer.

In one game, letters and numbers start raining down the screen. Quickly, your child has to find the matching keys and strike them—before the images disappear.

In the second game, colorful pictures travel down and before they vanish your child has to type in the correct words.

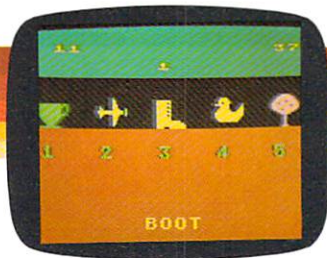
In the next game, your child must match the correct picture to the word that flashes up—before it fades away.

And if they want, kids can create their own pictures and make them part of the games.

There are four different levels of difficulty, plus special bonus rounds. And in each game, your child will enjoy sound effects and is rewarded with points and colorful graphics.

That's why KIDS ON KEYS is fun to play. And so much fun to learn from.

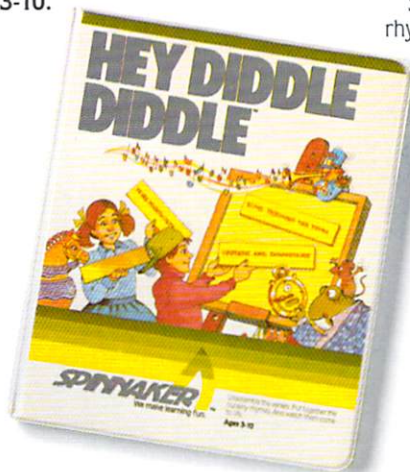
Educational Value: KIDS ON KEYS familiarizes children with the computer keyboard as they learn to identify numbers, letters, and words, and associate them with images they see on the screen. Ages 3-9.



DISKS FOR: Apple, Atari, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64

HEY DIDDLE DIDDLE™

Educational Value: HEY DIDDLE DIDDLE makes it fun for children to read, helps them understand how words and rhythms create poetry, and lets children take fragmented thoughts and rearrange them to form coherent verse. Ages 3-10.



HEY DIDDLE DIDDLE is a collection of 30 classic nursery rhymes featuring brilliant color graphics and lively music.

And there are 3 fun ways for kids to play.

For pre-readers, STORYTIME is a continuous display of the 30 rhymes with pictures and music. Here, the child watches and enjoys the colorful rhymes and music.

STORYBOOK lets beginning readers see each rhyme formed in slow motion with words and pictures. Children can read along with the text.

For more advanced readers, RHYME-GAME presents two levels of play. The child can choose to unscramble either the first four lines, or the entire eight-line nursery rhyme. Racing against the clock or another player, the child attempts to rearrange the lines in correct order.

HEY DIDDLE DIDDLE will provide your child with hours of fun and learning.



FACEMAKER™

FACEMAKER is the perfect educational game for young computer users.

Because FACEMAKER is a fun way to learn to use the computer and perform simple tasks.

And FACEMAKER is really three games in one.

The first game presents the child with a blank face and asks the child to complete the face by choosing from sets of eyes, ears, noses, etc.

The second game takes the completed face and lets the child enter simple instructions which make the face smile, wink, frown or wiggle its ears.

The third game asks the child to repeat the sequence of faces shown on the screen, helping to improve the child's memory and concentration.

FACEMAKER features full color graphics and sound.

Have fun creating your own funny faces and seeing them come to life.



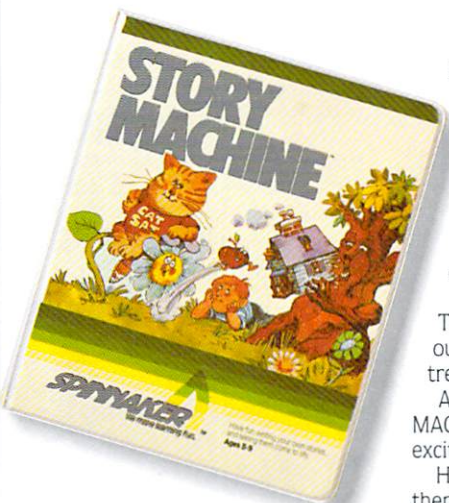
Educational Value: FACEMAKER helps children become comfortable with computer fundamentals such as: menus, cursors, the return key, the space bar, simple programs, and graphics. It also helps improve a child's memory and concentration. Ages 3-8.



DISKS FOR: Apple, Atari, IBM, PC Commodore 64

CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr., Coleco Vision/Adam

STORY MACHINE™



Educational Value: STORY MACHINE helps children learn to write correctly, provides familiarity with the computer keyboard, and helps develop a positive attitude toward writing. Ages 5-9.

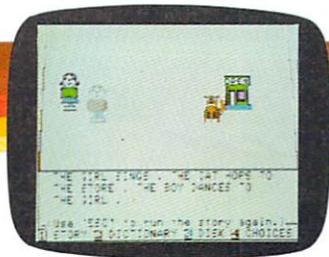
STORY MACHINE is an educational game that helps children learn to write sentences, paragraphs, and simple stories.

With STORY MACHINE, your child will experience the excitement of creating stories and seeing them come to life, using a supplied list of words, including nouns, verbs, prepositions and other parts of speech.

For example, your child types the sentence: The boy walks to the tree. The screen will act out the sentence showing the boy walking to the tree, using full color graphics and sound.

And like all Spinnaker products, STORY MACHINE combines learning with fun and excitement.

Have fun writing your own stories, and seeing them come to life.



DISKS FOR: Apple, Atari, IBM PC
CARTRIDGES FOR: Atari, Commodore 64

RHYMES & RIDDLES™

Kids go wild over riddles. They laugh at them, remember them, and tell them to their friends.

And with RHYMES & RIDDLES, your children will enjoy the challenge of three different games.

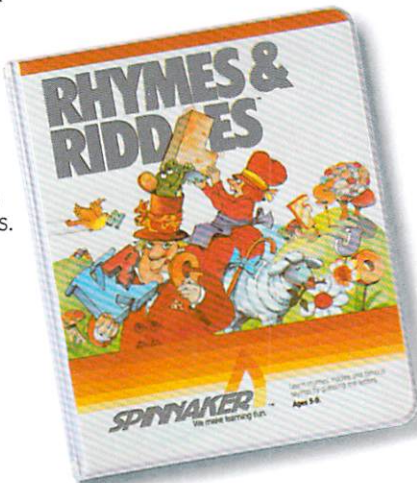
In the first game, NURSERY RHYMES, the computer shows blank spaces for the first line of a well-known nursery rhyme. As the child completes the first line, the second line of blank spaces appears. When all four lines are completed correctly, the computer shows the rhyme with vivid color graphics and music.

In RIDDLES, your child is asked to complete a joke or a riddle by guessing the punch line and filling in the blank spaces. There are over 100 riddles in all.

FAMOUS SAYINGS presents the child with a famous saying (e.g. "A penny saved is a penny earned"). When correctly completed, the child is again rewarded with music and colorful graphics.

RHYMES & RIDDLES will provide hours and hours of fun and educational value for your children.

Educational Value: RHYMES & RIDDLES helps children learn reading and spelling by associating specific letters to words they already know. Children also learn the location of letters on the keyboard and the correct lyrics to nursery rhymes and famous sayings. Ages 5-9.



DISKS FOR: Apple, Atari, IBM Commodore 64

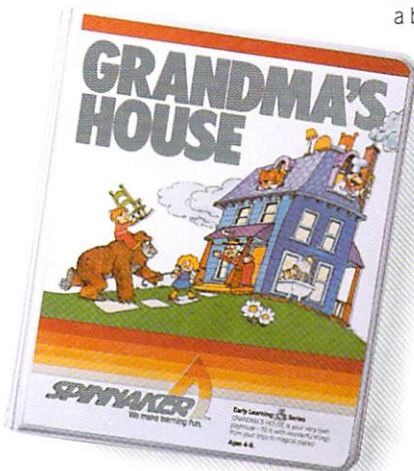
GRANDMA'S HOUSE™

Educational Value: GRANDMA'S HOUSE helps children learn to design and create within a unique format. It lets them explore a wide variety of environments and it promotes familiarity with basic computer functions. Ages 4-8.

What could be more fun than a visit to GRANDMA'S HOUSE? It's a game that lets children create their own perfect playhouse by furnishing it with wonderful things from the magical places they'll visit.

Kids start by picking who they want to be from a choice of thirty characters. Then off they go to GRANDMA'S HOUSE, the starting point for their explorations of special places near and far. They'll find lots of unusual things to bring back—maybe a bathtub from the furniture store, a parking meter from the city, even a tiger from the jungle that would look great in the living room!

Once they've brought back their treasures, kids will have lots of fun arranging the rooms just the way they want—and finding the special surprises Grandma has for them. And to make it even more fun, GRANDMA'S HOUSE features music to match every scene.



DISKS FOR: Atari, Commodore 64

KIDWRITER™

With KIDWRITER your children can create their very own storybook. They'll make colorful scenes, then write stories to go with them. There's even music, too!

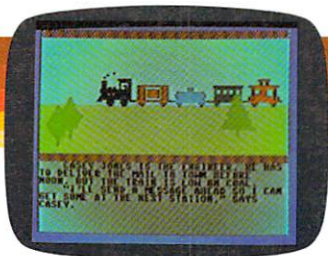
KIDWRITER's unique format lets kids choose their own story and picture settings, from a farm to a theater to outer space. And with a choice of 99 different characters and objects, your child can make pictures of almost anything.

Best of all, while it encourages children to create word and picture stories, it introduces them to the fundamentals of word processing. It even lets them make stories that continue from one "page" to another.

Kids will love KIDWRITER—because it's as versatile and exciting as their imaginations!

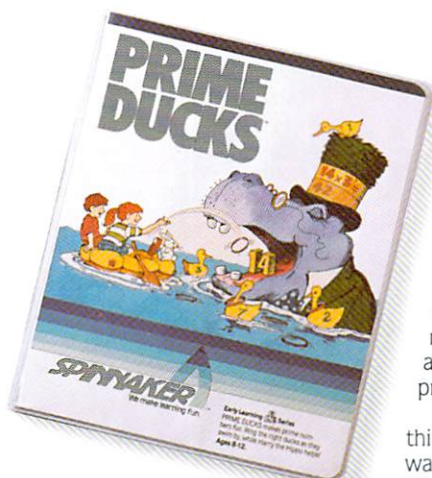


Educational Value:
KIDWRITER provides an original format for story writing and illustration. It encourages creativity while introducing children to the fundamentals of word processing. Ages 6-10.



DISKS FOR: Apple, Commodore 64

PRIME DUCKS™



Educational Value: PRIME DUCKS helps children understand what a prime number is and teaches them the processes of factoring and multiplication. It also demonstrates how numbers build exponentially. Ages 8-12.

PRIME DUCKS is a lively, colorful, and captivating game where the prime factor is fun!

Join Jenny by the side of the bright blue pool and toss rings around the necks of the ducks swimming by. But you don't want to "ring" just any duck. Because each duck is marked with a number — and the numbers all figure in the game.

Get your feet wet with the Multiplication game and see how small numbers multiply to make large ones. Or select the Factoring game and learn how large numbers factor down into prime numbers.

But watch out! Just when you think everything's ducky, a duck you need will duck under the water, and you'll have to toss a ring to make it quack up. And sometimes you'll ring the wrong duck, and oops! You'll sink it!

Sound tricky? Don't worry, you'll catch on fast — and your pals Harry the Hippo, Eddie the Rabbit, and Elizabeth the Elephant will be on hand to make sure things go swimmingly for you and Jenny.



FRACTION FEVER™

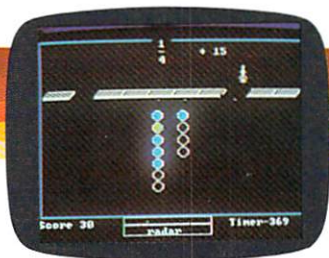
FRACTION FEVER is a contagiously exciting learning game! It has the graphics and fast-paced action of an arcade game—with an important difference: how well you do depends on how well you understand fractions.

As you hop along on your pogo stick, you'll be searching for a fraction that matches the one at the top of the screen. Spot the right fraction and ride to higher floors. Zap the wrong ones along the way and pile up points. But matching fractions isn't as easy as it sounds. Because the same fraction can be written several different ways. Will you recognize $\frac{3}{4}$ when it flashes before you as $\bullet\bullet\bullet\bullet$? or \blacksquare ? or even $\frac{9}{12}$?

And remember: you need to watch out for holes in the floor—and keep a close eye on the clock!

The higher you go, the harder the fractions get—and the faster you have to think and move if you want to stay in the game!

Educational Value: FRACTION FEVER helps develop an understanding of what a fraction is, of relationships between different fractions, and of the relationship between numerical and visual representations of fractions. Ages 7-Adult.



DISKS FOR: Apple, IBM PC

CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr., Coleco Vision/Adam

DELTA DRAWING™

Learning Program

Educational Value: DELTA DRAWING provides an easy and friendly introduction to computer learning, helps build an understanding of programming concepts and procedural thinking, and encourages children to exercise their creativity.
Ages 4-Adult

DELTA DRAWING Learning Program is the perfect computer program for kids of all ages—even if they've never used a computer before.

Because DELTA DRAWING lets kids have fun drawing and coloring, and at the same time, lets them learn computer programming concepts. It's simple, clear and easy to use.

With DELTA DRAWING you use single-key commands to create a picture. Press D to draw, press R to move right. And, as you draw, DELTA DRAWING keeps track of every command. So, you can easily switch from your picture to the list of commands (a program!) that you've used to draw it. With DELTA DRAWING, you begin by drawing pictures that produce computer programs, but soon you can learn to write programs that draw pictures. DELTA DRAWING even lets you save your pictures on disk.

DELTA DRAWING comes with an easy-to-follow manual that gets first-time users started quickly. And it also provides additional instructions for more advanced users.



DISKS FOR: Apple, IBM PC
CARTRIDGES FOR: Atari, Commodore 64

IN SEARCH OF THE MOST AMAZING THING™

The Most Amazing Thing is out there somewhere. Finding it won't be easy.

But relax, you'll have the help of your uncle Smoke Bailey. He'll give you a B-liner (sort of a cross between a hot air balloon and a dune buggy) to use on your journey. You'll have to learn how to fly the B-liner and navigate it through storms and fog. But before you do anything, you'll have to talk to Smoke. He'll tell you about the Mire People and the strange language that they speak. He'll also tell you to avoid the dangerous Mire Crabs and how to get fuel for the B-liner.

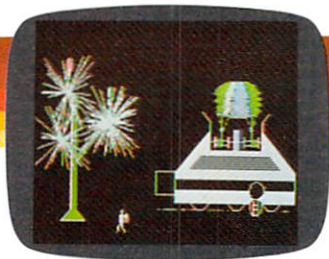
You'll visit the Metalican Auction where you'll trade with the aliens for valuable chips. You'll use these chips to buy things you'll need for your trip. Plus you'll learn how to fly over a planet using your jetpack.

This game includes Jim Morrow's new novel The Adventures of Smoke Bailey.* So you can have hours of fun playing the game or reading the book.

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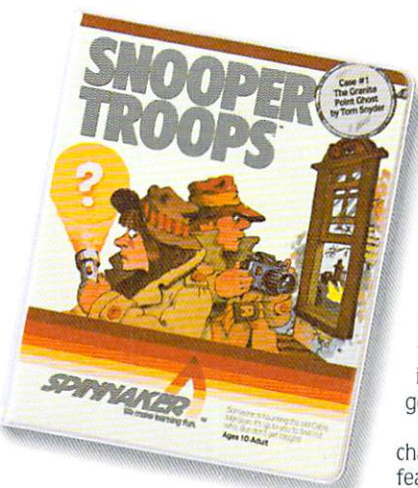


Educational Value: Encourages problem-solving through trial and error; sharpens your ability to estimate, predict, and manipulate numerical quantities; and enhances awareness of distances, direction and time. Ages 10-Adult.



SNOOPER TROOPS™

CASE #1



Educational Value: SNOOPER TROOPS detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills. Ages 10-Adult.

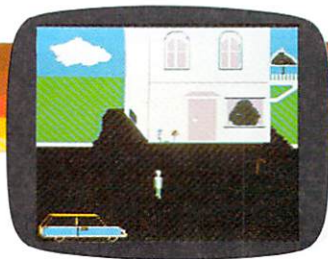
Someone is trying to scare the Kim family right out of their new home. But who? And why?

As a Snooper Trooper, your job is to find out. But it will take some daring detective work. You'll have to question witnesses, uncover background information, and even search dark houses to find the facts.

The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

The Granite Point Ghost offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

How long will it take you to solve the case?



SNOOPER TROOPS™

CASE #2

Someone stole Lily the Dolphin from the Tabasco Aquarium. But who? And why?

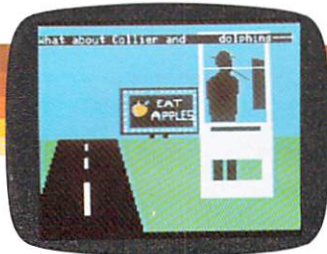
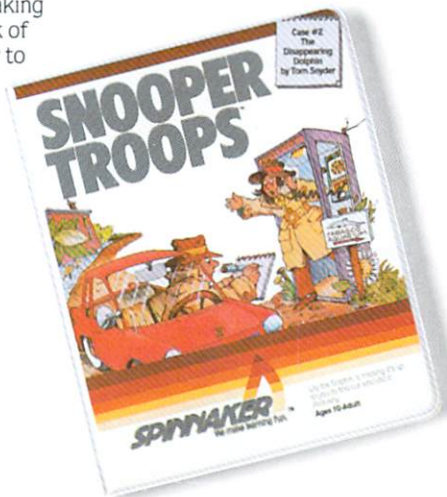
As a Snooper Trooper, your job is to find out. But it won't be easy. You'll have to question suspects, talk to mysterious agents and even crawl through basements to get the facts.

The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

The Disappearing Dolphin offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

Can you find out who stole Lily?

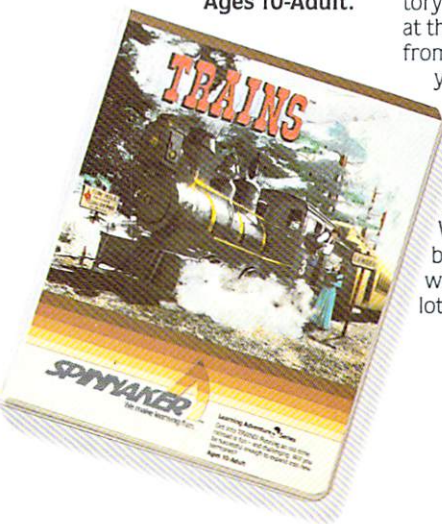
Educational Value: SNOOPER TROOPS detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills. Ages 10-Adult.



DISKS FOR: Apple, Atari, IBM PC, Commodore 64

TRAINS™

Educational Value: TRAINS introduces children to the basic principles of running a business. It teaches them to manage financial resources, and to use different kinds of information in setting priorities and meeting deadlines.
Ages 10-Adult.



TRAINS™ puts you in charge of an old-time American railway empire—and whether your business gets bigger or goes bankrupt is entirely up to you!

As you speed around the tracks, you'll see that a lot of industries depend on you. The folks at the sawmill need you to bring in logs from the lumber camp. While without your delivery of ore, the factory will close. And don't forget to keep the people at the market happy with a carload of produce from the farm. Pick up and deliver on time and you'll make money—which you'll need to pay your workers and keep the locomotive filled with coal.

If you play it smart, you'll make enough to expand the railroad into new—and progressively tougher—territories. If you don't? Well, you'll understand how a business can go bankrupt! Either way, you're going to find that working on this railroad is a challenge—and a lot of fun!



DISKS FOR: Atari, Commodore 64

AEROBICS™

AEROBICS is a complete computer fitness program that makes shaping up fun for everybody. (Whether you're a beginner or already in great shape.)

AEROBICS helps you to tone up your body, increase your endurance, and develop greater muscle coordination and flexibility. You'll find it's a great way to feel good and look good!

Just follow the figure on the screen as she goes through the exercises. You can choose one of the basic routines that focus on overall fitness. Or select a customized routine from 14 different programs that let you concentrate on specific body areas.

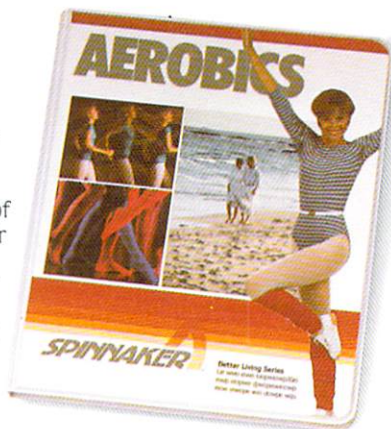
All of the preprogrammed routines include all the exercise essentials: a warm-up, an aerobic series to get your heart pumping, stretches for particular parts of your body, and a cool-down sequence.

You can choose the degree of difficulty you're ready for. As you progress you can choose tougher — or longer — combinations.

And AEROBICS has a variety of musical backgrounds that make your exercising even more fun.

Best of all, you can do AEROBICS on your own schedule. In your own home. For as long or as little as you like. Whatever works for you.

AEROBICS is the easy, convenient way to stay in shape. And the more you do, the less you'll have to show for it. Adult.



Spinnaker family of learning games.

	DISK				CARTRIDGE				CASSETTE	AGE GROUP
	Apple II+ /Ile	Atari 400/800 All XL's	IBM PC	Commodore 64	Atari 400/800 All XL's	Commodore 64	IBM PCjr.	Coleco-Vision/Adam	Coleco Adam	
Early Learning Series										
KINDERCOMP™	X	X	X	X	X	X	X			3-8 years
ALPHABET ZOO™	X	X	X	X	X	X	*			3-8 years
KIDS ON KEYS™	X	X		X	X	X	*			3-9 years
HEY DIDDLE DIDDLE™	X	X	X	X						3-10 years
FACEMAKER™	X	X	X	X	X	X	X	X		3-8 years
STORY MACHINE™	X	X	X		X	X				5-9 years
RHYMES & RIDDLES™	X	X	X	X						5-9 years
GRANDMA'S HOUSE™	*	X		X						4-8 years
KIDWRITER™	X	*	*	X						6-10 years
PRIME DUCKS™	X									8-12 years
FRACTION FEVER™	X		X		X	X	X	X		7-Adult
DELTA DRAWING™ LEARNING PROGRAM	X		X		X	X				4-Adult
Learning Adventure Series										
IN SEARCH OF THE MOST AMAZING THING™	X	X	X	X					*	10-Adult
SNOOPER TROOPS 1™	X	X	X	X					*	10-Adult
SNOOPER TROOPS 2™	X	X	X	X						10-Adult
TRAINS™	*	X	*	X					*	10-Adult
Better Living Series										
AEROBICS™	*	X		X					*	Adult
Other Spinnaker products which are available on cartridge:										
ALF IN THE COLOR CAVES™					X	X				3-6 years
BUBBLE BURST™					X	X				4-8 years
RANCH™					X	X				5-10 years
JUKEBOX™					X	X				8-Adult
UP FOR GRABS™					X	X				8-Adult
COSMIC LIFE™					X	X				8-Adult
AEGEAN VOYAGE™					X	X				8-Adult
ADVENTURE CREATOR™					*	*				12-Adult

X = Available * = Available Soon

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FACEMAKER, STORY MACHINE, RHYMES & RIDDLES, KINDERCOMP, HEY DIDDLE DIDDLE, ALPHABET ZOO, KIDS ON KEYS, DELTA DRAWING Learning Program, IN SEARCH OF THE MOST AMAZING THING, SNOOPER TROOPS: Case #1 The Granite Point Ghost, SNOOPER TROOPS: Case #2 The Disappearing Dolphin, UP FOR GRABS, FRACTION FEVER, COSMIC LIFE, ALF in the Color Caves, BUBBLE BURST, RANCH, JUKEBOX, ADVENTURE CREATOR, AEGEAN VOYAGE, GRANDMA'S HOUSE, KIDWRITER, PRIME DUCKS, TRAINS, AEROBICS computer programs are trademarks of Spinnaker Software Corp.

